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Nintendo

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INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Thank you for selecting the Super Nintendo Entertainment System® Vegas Stakes ®* game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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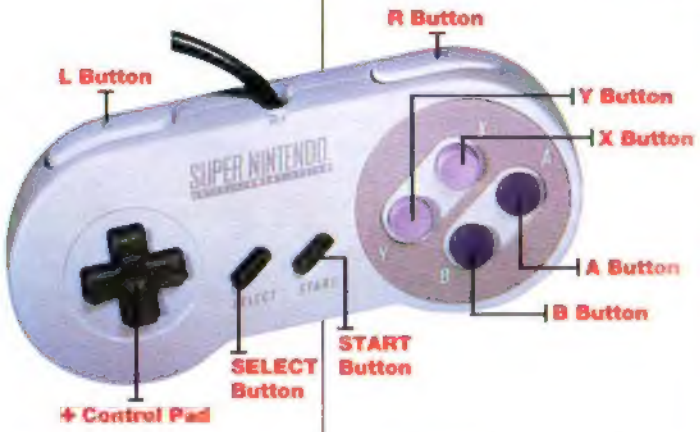
· HIGH STAKES FUN ·

Take a trip with four of your best friends to Las Vegas and attempt to break the bank. Your reservations have been made, and you'll be staying at the fabulous Golden Paradise Hotel and Casino. Become a high roller and you'll receive an invitation for a complimentary stay at the legendary Laurel Palace. You'll experience all of the excitement of the Las Vegas scene as you check out five different casinos. A friend will meet you in the casino lobby. As you make your way around town, your companion can be called upon to explain the rules of the game that you are playing or even offer advice on the wager.

Interact with other casino patrons who may help you on your quest to win $10 million. But watch your bank roll, not all of them are completely honest!

You'll find video game adaptations of Blackjack, Slots, Roulette, Craps and even Seven-Card Stud Poker. Vegas Stakes can also be played by up to four players in the Multi-Player mode. Battery-backed memory will save your bank account information in both the Vegas Adventure and Multi-Player modes.

· USING THE CONTROLLER ·



For detailed instructions about each game, please see the appropriate sections.

Vegas Stakes can be played on your **SUPER NINTENDO ENTERTAINMENT SYSTEM** using a variety of controller combinations.

To use only one controller: Plug a controller into Controller Socket One, located on the front panel of the **SUPER NINTENDO ENTERTAINMENT SYSTEM** Control Deck.

To use two controllers (Multi-Player game only); plug a controller into each of the controller sockets.

Note:

Multi-Player games may be played with either one or two controllers. If the number of players is greater than the number of controllers, it will be necessary to pass the controllers among the additional players. The game will prompt each player when it is their turn. Odd number players will use controller #1 and even number players will use controller #2.

START: Starts the game
SELECT: Consult with companion (Check rules/Get advice/Quit current game)
+ Control Pad: Select wager position/Change highlighted choice
A Button: Places wager/Confirms choice
B Button: Remove wager
X Button: Ends wagering
Y Button: Not used
L and R Buttons: Check game rules/Wager information

GETTING STARTED

When the title screen appears, use the ✚ Control Pad to select the game mode you wish to play.

Vegas Adventure

Begin your adventure with a stake of $1000 as you check into the Golden Paradise Hotel and Casino. After registering in the lobby, you will need to call one of the friends that came with you. Then it's off to the casinos as you attempt to break the bank by winning $10,000,000!

Along the way, other patrons of the casino may come up and talk to you. Don't be afraid, many of them just may help you on your quest. But be careful, not all of them are honest.

Multi-Player

The Multi-Player game can be played by one to four players. Each of you will start with a stake of $1000. In the Multi-Player game, you will not be bothered by anyone outside of your party; it'll be just you and the games. If a more than one player game has been selected, poker will not be available as your opponents would be able to see your cards.

Saving and Continuing

As you play and begin to build up your bankroll, it would be wise to keep it safe by occasionally saving your game. If you save, your money cannot be lost

in an unwise wager or stolen by a pickpocket. *To save your game, you must return to your room.* There are four positions in which you can save your game data. When these are full you must overwrite a previously saved position. Choosing **Continue** on the title screen will return you to the casino menu screen with your bankroll intact.

SLOTS

The slot machine, also known as the "one-armed bandit", originated in San Francisco near the turn of the century. All of the slot machines that you will find in the casinos of Vegas Stakes operate similarly. After selecting to play slots, you must choose the denomination you wish to play. Different casinos will have different denominations available, from $1 at The Hideaway, all the way up to $1000 at The Laurel Palace. As many as five coins can be played simultaneously and winning combinations on all lines played will be payed according to the following Slot Machine Payout Chart.

How To Play

To insert coins, press the A Button up to five times. The sixth press will automatically spin the wheels. If you wish to play less than five coins, press the X Button to end your wagering.

BLACKJACK

One of the most popular and simple games is Blackjack. A player wins simply by having a higher point total than the dealer (without going over). If a player does go over 21, he has busted and any wager made will be lost. All face cards are valued at 10. An ace may be counted as either 1 or 11. All other cards are valued at the number on their face.

How To Play

Before each deal, you must place your wager. Use the ✚ Control Pad to adjust the amount within the table limits and press the A Button when you are done.

Blackjack Procedure

Each player will be dealt two cards face-up. The dealer will receive one card face-up and one card face-down (a hole card). Any player who is dealt a blackjack (an ace and any ten value card) will be paid at odds of 3-2. If the dealer has a blackjack, the game is over. All wagers of those without a blackjack will be collected by the dealer. If the dealer does not have a blackjack any remaining players continue to play the game. The player can ask the dealer to deal any number of cards in an attempt to come as close to 21 and not exceed it. Going over 21 is a bust and the wager will be lost. When all players' hands are completed, the dealer flips his hole card, either taking additional cards or standing. The dealer must stand when his total is 17 and above. The dealer's hand is then compared to the players' hands. Any hand that is lower than the dealer's results in a loss of their wager. Higher hands are paid 1-1. Any ties are called a "Push" and the original wager is returned to the player. If the player and the dealer are both dealt a blackjack, it is still a push.

Double Down

If the hand dealt totals 9, 10 or 11, the player may double down. The player places a wager equal to the original and then receives only one additional card.

Split

If a player receives two identical cards, the player may split. Each card is treated as if it were the first card dealt and an additional wager of the equal amount is placed on the new hand.

Insurance

When the dealer's face-up card is an ace, players may buy insurance. The cost is half the opening wager. The payoff is 2-1 if the dealer has blackjack. The opening wager will be lost, but insurance will recoup that. If the dealer does not have blackjack, play continues normally.

ROULETTE

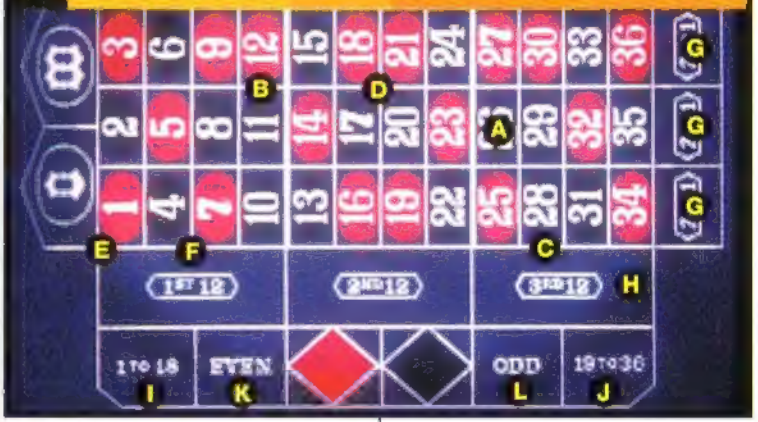
One of the oldest casino games is Roulette. It offers many different and exciting wagering possibilities. The roulette wheel is divided into 38 slots numbered 1 through 36 that alternate in color. Two additional slots, 0 and 00 are colored green. Payoffs are proportional to the odds of winning the chosen wager and any number of wagers may be placed each spin.

How To Play

Use the ✚ Control Pad to select the wager position desired, then press the A Button. After adjusting the wager with the ✚ Control Pad, press the A Button again to confirm. Additional wagers may be taken in the same manner. After completing your wagering, press the X Button to spin the wheel. After the wheel and ball come to rest, any winning wagers will be paid according to the chart on the right.

Roulette Odds Chart

	Wager	Payoff	Example on Layout
A	Straight up	35-1	Any one number
B	Number Split	17-1	Wins on 11 or 12
C	Street bet	11-1	Wins on 28, 29 or 30
D	Square bet	8-1	Wins on 17, 18, 20 or 21
E	Five-number bet	6-1	Wins on 0, 00, 1, 2, or 3
F	Six-number bet	5-1	Wins on 4, 5, 6, 7, 8, or 9
G	Column bet	2-1	Any number in that column
H	Dozen bet	2-1	Any number in that dozen
I	Low number bet	1-1	Any number between 1 and 18
J	High number bet	1-1	Any number between 19 and 36
K	Even bet	1-1	Any even number
L	Odd bet	1-1	Any odd number



CRAPS

Craps is a fast-action dice game that offers a large variety of wagering possibilities. Each wagering position has different rules. Please read on for a description of each available wager.

How To Play

Use the ✚ Control Pad to select the wager position desired, then press the A Button. After adjusting the wager with the ✚ Control Pad, press the A Button again to confirm. Additional wagers may be placed in the same manner. After completing your wagering, press the X Button to roll the dice. After the dice come to rest, any winning wagers will be paid according to the Craps Odds Chart on page 19.

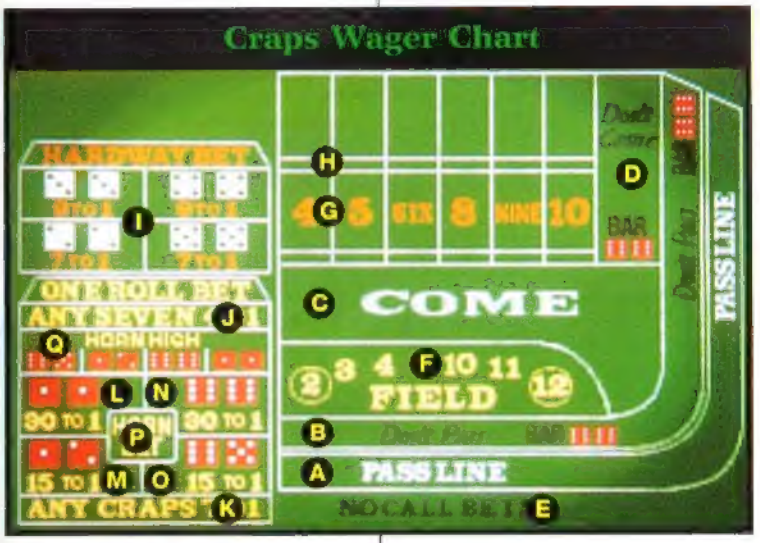


Chart Descriptions

A Pass Line

This wager can only be placed before the come-out roll (first roll of the dice). If the roll is a 7 or 11, you win. If a 2, 3 or 12 is thrown, you lose. Any other number becomes the point. The wager remains in place, and if the point is repeated, you win. If a 7 is thrown before the point is made, you lose.

B Don't Pass Bar

This wager can only be placed before the come-out roll. If 7 or 11 is thrown, you lose. If you throw a 2 or 3, you win. 12 is a tie. The wager remains and if the point repeats, you lose. If a 7 is thrown before the point is made, you win.

C Come

This wager can be made only after the Pass Line point has been established by the come-out roll. A Come wager wins or loses according to the rules of a Pass Line bet. If the point immediately after the come bet is 4, 5, 6, 8, 9 or 10, the chips are moved to the box of that number.

D Don't Come Bar
This wager is made only after the Pass Line point has been established by the come-out roll. A Don't Come wager wins or loses by the rules of a Don't Pass Line bet. If the point immediately after the Don't Come bet is 4, 5, 6, 8, 9 or 10, the chips are moved to the box of that number.

E Free Odds
A wager that can only be placed after a player makes a Pass, Don't Pass, Come or Don't Come wager. Once the point has been established, the player may back up a line bet with an additional wager up to the table limit. The odds are figured by mathematical probability.

F Field Wager
This is a one roll wager which can be made any time. If the next roll is a 2, 3, 4, 9, 10, 11 or 12, you win.

G Buy Wagers
This wager can be made any time. You can bet that a 4, 5, 6, 8, 9 or 10 will appear before a 7. If the point is made, you win. If a 7 is thrown before the point, you lose. The odds are based on mathematical probability. However, you must pay a 5% commission on the winnings.

H Lay Wager
Opposite of a buy wager. If a 7 is thrown before the selected point, you win. The odds are based on mathematical probability. A 5% commission is paid on the winnings.

I Hardway Wagers
There are four hardway wagers that can be made. Each of these is a wager that double 2's, 3's, 4's or 5's will appear before another combination making up that number or a 7 appears.

ONE ROLL WAGERS
These wagers can be made any time and last for one roll only.

J Any Seven
If the next roll is a 7, you win.

K Any Craps
If the next roll is 2, 3, or 12, you win.

L Craps 2
If the next roll is a 2, you win.

M Craps 3
If the next roll is a 3, you win.

N Craps 12
If the next roll is a 12, you win.

O Eleven
If the next roll is an 11, you win.

P Horn Wager
If the next throw is 2, 3, 11, or 12, you win. The wager is split among the four numbers, so the amount must be divisible by 4.

Q Horn High
Similar to the horn wager, but the wager is split five ways. The player can only wager an amount that is divisible by 5. One number is chosen from 2, 3, 11 or 12 to receive 2 units of the wager. If the next roll is one of the other three numbers, the wager is only 1 unit.

Craps Odds Chart

Wager	Payoff
Pass Line	1-1
Don't Pass Bar	1-1
Come	1-1
Don't Come	1-1
Pass Line & Come (Free Odds)	**Payoff**
4 or 10	2-1
5 or 9	3-2
6 or 8	6-5
Don't Pass/Don't Come (Free Odds)	**Payoff**
4 or 10	1-2
5 or 9	2-3
6 or 8	5-6
Buy Wagers	**Payoff**
4 or 10	2-1
5 or 9	3-2
6 or 8	6-5
Lay Wagers	**Payoff**
4 or 10	1-2
5 or 9	2-3
6 or 8	5-6
Hardway Wagers	**Payoff**
Hard Six	9-1
Hard 8	9-1
Hard 4	7-1
Hard 10	7-1

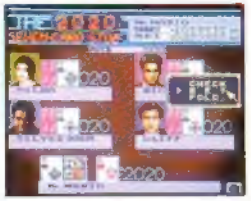
Wager	Payoff
One Roll Wagers	**Payoff**
Any Seven	4-1
Any Craps	7-1
Craps 2	30-1
Craps 3	15-1
Craps 12	30-1
Eleven	15-1
Field Wagers	**Payoff**
2	2-1
12	3-1
Other	1-1
Horn Wagers	**Payoff**
2 or 12	30-1
3 or 11	15-1

POKER

Seven-card stud is a very popular form of poker that allows for very large pots. Each player will be dealt seven cards. He or she must make the best five card hand from those seven to win the hand.

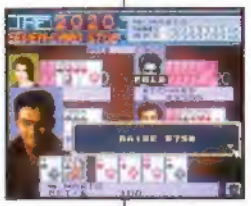
How To Play

Before each deal you must first ante up by pressing the A Button. At each wagering interval, use the ✚ Control Pad to select your choice from any menus that appear. Use the ✚ Control Pad to adjust the wager when raising.



Playing Seven-Card Stud Poker

After anteing up, each player will receive two hole cards and one up card. The player who has the best up card will begin the wagering. After the wagering is complete, each player will receive an additional up card and wagers are again placed. The player showing the best hand will begin the wagering each round. This continues until all players have a total of four cards up. At that point, each player will receive one additional hole card and the final round of wagering will take place. After all wagering is done, each player's hand will be revealed. The hands of any players that folded will not be disclosed. Using five cards, the player who has the best hand wins.



The Cards

One 52 card deck with no jokers is used. Aces are the highest card and Deuces (2) are the lowest. All suits are equal in strength.

Wagering

Seven-Card Stud has five wagering intervals. At each interval all players must either Call, Raise, Fold, Bet or Check. The wagering interval ends when all players' wagers become equal, with the exception of any players who may have folded.

Calling, Raising and Folding

To call is to match the wager of the player before you and remain in the game. Raising will increase the wager. If you fold, you will drop out of the game. You will not play again until the hand is completed. If you Fold, you will lose all chips that you have wagered.

Betting and Checking

If you are the first bettor, or if the player before you Checked, you can bet any amount that you wish within the table limit. Checking will bet $0. This is possible only when you start the wagering or if the player before you Checked.

Hands

Standard poker hand ranks are used. Please see the following Hand Rank Chart.

Poker Hand Rank Chart

Straight Flush	Five cards in sequence, all from the same suit.
Four of a Kind	Four of any one rank card plus any fifth card.
Full House	Any three of one kind and any pair of another kind.
Flush	Five cards of the same suit, but not in sequence.
Straight	Any five cards of two or more suits in sequence.
Three of a Kind	Any three cards of the same rank plus any two other cards.
Two Pairs	Two cards of one rank and two cards of another rank plus any fifth card.
Pair	Two cards of the same rank.
No Pair	Any five cards not meeting any of the above combinations.

NOTES

REV-B

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REV-J

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